

QUEENSLAND UNIVERSITY OF TECHNOLOGY

SYSTEMS PROGRAMMING

ASSIGNMENT 2

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# Distributed Communication

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*Due Date:*

Tue 21<sup>st</sup> Oct, 2014

Friday 3<sup>rd</sup> October, 2014

# 1 About the Programs

The programs full fill the tasks one, two and three without exceptions.

## 1.1 Deviations

- For the server the signal handling is not done using the function `void (*signal(int sig, void (*func)(int)))(int);` because of thread safety. Also the usage of a signal to handle termination is optional – from the programs view, as the accept loop is in a thread and with that a normal ui interaction is possible.
- The server features a queue that will always accept new clients, the queue is fed to a thread pool that will then answer client requests – clients will wait until they receive a start signal from the server.
- Both, the server and client have a default port and IP address to the programs can be started without arguments for convenience purpose.

## 1.2 Client Arguments

```
./client [IP-ADDRESS] [PORT]
```

The IP-ADDRESS Argument is optional (but is needed to specify PORT) and defaults to 127.0.0.1

The PORT Argument is optional and defaults to 12345

## 1.3 Server Arguments

```
./server [PORT]
```

The PORT Argument is optional and defaults to 12345

# 2 Remarks

There are similarities in my network code and the code one can find in [Beej's Guide to Network Programming](http://beej.us/guide/bgnet/output/html/singlepage/bgnet.html)<sup>1</sup> as this was the main information resource regarding the network aspect of the assignment.

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<sup>1</sup><http://beej.us/guide/bgnet/output/html/singlepage/bgnet.html>